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Subject: Re: Get IDLgrText size

Posted by [Michael Wallace](#) on Tue, 12 Apr 2005 19:47:50 GMT

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Antonio Santiago wrote:

> Ok, I probe with:

>

>> A) draw it to an IDLgrBuffer

>

>

> I suppose the right thing is to assign the same resolution to the

> IDLgrBuffer as the IDLgrWindow I will draw later.

>

> Thanks.

>

>

> PS: I want to draw "objects" composed for a text inside a rectangle.

> Then before to draw on screen both objects, I need to know the

> dimensions of the text to create an adapted rectangle.

Why not draw the text, get the dimensions, then draw the rectangle based on those dimensions? Am I missing something?

-Mike

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